

5 **What Is Claimed Is:**

6 1. A method of a dice game comprising the steps of:  
7 Providing six playing dice comprising a first set of three dice and a second set of three  
8 differentiated dice; providing a planar game playing surface comprising at least eight  
9 separately delineated areas adapted for the placement of bets; establishing odds for payout of  
10 winning bets placed in any of the aforesaid seven separately delineated areas; establishing an  
11 initial order of play where players are designated as first player, second player, and so on to a last  
12 player; initiating a round of play by a first player establishing a throw by throwing said first set  
13 of dice onto a surface for displaying a face-up side of each die within the first set; determining a  
14 player's score for the throw by adding the face-up sides of the three dice together; using the  
15 score of the first throw to pay any bets on the numbers 3 through 18; using the faces of the three  
16 die in the throw of the first set throw to pay any bets on "3 of a kind"; displaying the Arabic  
17 numerals 3 through 35 in an array of similar geometric areas within a first arena of the delineated  
18 areas; displaying six spots in one geometric area of the delineated areas and designating the  
19 second arena substantially "6 six's"; displaying each of the six faces of a die in an array of  
20 similar geometric areas within a third arena of the delineated areas and designating the third  
21 arena substantially as "3 of a kind"; displaying each of the six faces of a die in an array of similar  
22 geometric areas within a fourth arena of the delineated areas and designating the fourth arena  
23 substantially as "4 of a kind"; displaying each of the six faces of a die in an array of similar  
24 geometric areas within a fifth arena of the delineated areas and designating the fifth arena  
25 substantially as "5 of a kind"; displaying each of five faces of a die exclusive of the face having  
26 six spots, in an array of similar geometric areas within a sixth arena of the delineated areas and  
27 designating the sixth arena substantially as "6 of a kind"; displaying doubles of each of six faces  
28 of a die, in an array of similar geometric areas within a seventh arena of the delineated areas and  
29 designating the seventh arena substantially as "any 3 pair"; displaying each of the six faces of a  
30 die in an array of similar geometric areas within an eighth arena of the delineated areas and  
31 designating the eighth arena substantially as "straight"; segregating the first of throw of the first

5 set of die on the board with the faces thrown showing and allowing same to remain on the  
6 playing surface; initiating another round of play by a player establishing a second throw by  
7 throwing said second set of dice onto a surface for displaying a face-up side of each die within  
8 the second set; determining a player's score from the second throw by adding the face-up sides  
9 of the three dice of the first set and of the second set together to obtain a total from the faces of  
10 six dice; including the first set of dice in the betting after the second set of dice is thrown; using  
11 the total to pay bets on the numbers 6 through 35, three of a kind, four of a kind, a straight, any  
12 three pair, six of a kind exclusive of the six dot face of the dice, and six of six; after the second  
13 throw, only paying and determining bets on matches which include all six dice.

14 / 2. A dice game of chance comprising a substantially flat surface adapted for playing a game of  
15 dice using six die, three die being of one color or design and three die being of another color or  
16 design, the surface further comprising: (a) a primary substantially rectangular array having at  
17 least thirty-three similarly shaped and sized contiguous polygonal areas, each area containing a  
18 different numeral selected from the group consisting of 3 to 35; (b) a cruciform shaped array  
19 having at least five similarly shaped and sized contiguous polygonal areas wherein each  
20 polygonal area displays spots similar to spots appearing on dice, each polygonal area of the  
21 cruciform shaped array displaying a different set of spots selected exclusively from a group  
22 consisting of one, two, three, four, and five spots, the cruciform shaped array being located  
23 above the primary array; (c) a first single column rectangular shaped array having at least six  
24 similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays  
25 spots similar to spots appearing on dice, each polygonal area of the last said array displaying a  
26 different set of spots selected exclusively from a group consisting of one, two, three, four, five  
27 and six spots, the last said array being located on one of two sides of the primary array; (d) a  
28 double column rectangular shaped array having at least twelve similarly shaped and sized  
29 contiguous polygonal areas wherein each polygonal area displays spots similar to spots  
30 appearing on dice, each laterally adjacent polygonal area of the last said array displaying a pair  
31 of a different sets of spots selected exclusively from a group consisting of one, two, three, four,

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5 five and six spots, the last said array being located on the other of the two sides of the primary  
6 array; (e) a shaped array having at least five similarly shaped and sized contiguous polygonal  
7 areas wherein each polygonal area displays spots similar to spots appearing on a die, each  
8 polygonal area of the shaped array displaying a different set of spots selected exclusively from  
9 a group consisting of one, two, three, four, and five spots, the shaped array being located below  
10 the primary array; (f) a polygonal shaped area enclosing six spots located above and separate  
11 from the cruciform array; (g) a second single column rectangular shaped array having at least six  
12 similarly shaped and sized contiguous polygonal areas wherein each polygonal area displays  
13 spots similar to spots appearing on dice, each polygonal area of the last said array displaying a  
14 different set of spots selected exclusively from a group consisting of one, two, three, four, five  
15 and six spots, the last said array being located on one of two sides of the cruciform array;  
16 and, (h) a third single column rectangular shaped array having at least six similarly shaped and  
17 sized contiguous polygonal areas wherein each polygonal area displays spots similar to spots  
18 appearing on dice, each polygonal area of the last said array displaying a different set of spots  
19 selected exclusively from a group consisting of one, two, three, four, five and six spots, the last  
20 said array being located on one of two sides of the cruciform array.

21 <sup>2</sup>/~~3~~. The game of chance according to claim <sup>1</sup>/~~2~~ further comprising six dice, three dice being of one  
22 color and three dice being of another visibly distinguishable color.

23 <sup>4</sup>/~~4~~. The method of claim 1 wherein three of the dice are of one design and the other three of the  
24 dice are of another design.

25 <sup>3</sup>/~~3~~. The game of chance according to claim <sup>1</sup>/~~2~~ further comprising six dice, three dice being of one  
26 design and three dice being of another design.

27 <sup>4</sup>/~~4~~. The game of chance according to claim <sup>1</sup>/~~2~~ further comprising six dice, three dice being of one  
28 size and three dice being of another visibly distinguishable, substantially different size.